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## Claims:

- 1 1. A mobile switching center (MSC), comprising:
- 2 a processor;
- 3 an internal bus coupled to the processor; and
- 4 a memory for storing computer instructions, which
- 5 computer instructions define operational logic of the MSC and
- 6 more particularly, logic for receiving and responding to a
- 7 request by a called party user of a mobile station for a
- 8 message to be played to a calling party to advise the calling
- 9 party that the called party will be taking the call shortly.
  - 2. The MSC of claim 1 wherein the computer
  - instructions further define logic to prompt the MSC to prompt
- 3 an IVR to play a specified message to the calling party.
- 1 3. The MSC of claim 2 wherein the computer
- 2 instructions further define logic to prompt the MSC to place
- 3 the calling party on hold.
- 1 4. The MSC of claim 2 wherein the computer
- $2\,$  instructions further define logic to prompt the MSC place the
- 3 calling party on hold until the MSC receives a ready
- 4 indication from the called party.

- 1 5. The MSC of claim 2 wherein the computer
- 2 instructions further define logic to prompt the MSC place the
- 3 calling party on hold until a specified amount of time has
- 4 elapsed.
- 1 6. The MSC of claim 5 wherein the specified amount of
- 2 time is less than one minute.
- $\,$  7. The MSC of claim 5 wherein the specified amount of
- 2 time is approximately equal to twenty seconds.
- 1 8. The MSC of claim 2 wherein the computer
- 2 instructions define logic to complete the call setup and, as
- 3 soon as the call is setup, prompting the IVR to play the
  - 4 specified message.

- 9. A system for connecting a calling party to a called
- 2 party, comprising:
- 3 circuitry including logic for receiving and interpreting
- 4 a call request from a calling party;
- 5 circuitry including logic for determining the identity
- 6 of a communications node to which a call set up signal is to
- 7 be routed as a part of establishing a call between the called
- 8 and the calling parties; and
- 9 circuitry including logic for responding to a select
- 10 indication made upon a called party phone, which select
- 11 indication is a request for a specified message to be played
- 12 to the calling party to advise the calling party that the
- 13 called party will be taking the call shortly.
  - 1 10. The system of claim 9 wherein the circuitry
  - $2\,$  including logic for responding further includes logic for
  - 3 responding to a select indication that the called party is
  - 4 ready to take the call.
  - 1 11. The system of claim 10 wherein the circuitry
  - 2 responds by connecting the call upon received the select
  - 3 indication that the called party is ready to take the call.

- 1 12. The system of claim 9 wherein the select indication
- $2\,\,$  for a specified message to be played is received in the form
- 3 of DTMF tones.
- 1 13. The system of claim 9 wherein the select indication
- 2 for a specified message to be played is received in the form
- 3 of a select DTMF tone, which select DTMF tone must be
- 4 received within a specified time frame triggered by on of
- 5 receiving an "off hook" indication or, in the case of a
- 6 wireless network, a call acceptance indication.
- 1 14. The system of claim 9 wherein the select indication
- $2\,\,$  for a specified message to be played is received in the form
  - of a defined signal within a defined response signal.
- 1 15. The system of claim 9 wherein the circuitry further
- 2 includes logic to cause the call to be connected immediately
- 3 after receiving the select indication that is a request for a
- 4 specified message to be played to the calling party.

- 1 16. A method for connecting a call placed by a calling
- 2 party to a called party, comprising:
- 3 receiving an indication that a call is to be setup with
- 4 the called party;
- 5 receiving an indication of the called party number;
- 6 determining a serving node for the called party;
- 7 transmitting call set up signals to the serving node;
- 8 responding to a called party response by triggering an
- 9 IVR to play a select message to the calling party to advise
- 10 the calling party that the called party will be taking the
- 11 call shortly.
- 1 17. The method of claim 16 further including the step
- 2 of connecting the call without waiting for a ready indication
- 3 to connect the call.
- 1 18. The method of claim 16 further including the step
- 2 of waiting for a ready indication transmitted by the called
- 3 party phone prior to connecting the call.
- 1 19. The method of claim 16 wherein the call is
- 2 connected after a specified period of time has elapsed since
- 3 the called party response including a request was received.

- 1 20. The method of claim 16 wherein the called party
- 2 response including a request is received in the form of a
- select DTMF tone within a specified period of time since the
- 4 transmission of a call setup signal to the called party
- 5 phone.
- 1 21. The method of claim 16 further comprising the step
- 2 of advising the calling party of a sequence of steps that the
- 3 calling party may take to leave a message.
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- 1 22. The method of claim 16 further including the step
- 2 of re-entering into an alert mode of operation.
- 1 23. The method of claim 22 wherein the step of re-
- 2 entering into an alert mode of operation occurs only upon
- 3 activation by the calling party.
- 1 24. The method of claim 22 wherein the step of re-
- 2 entering into an alert mode of operation occurs automatically
  - after the expiration of a specified amount of time.